

Amendments to the Claims:

1-100 (canceled).

101 (currently amended): A method for personalized music or entertainment ~~providing a sequence of entertainment pieces or compositions~~, the method comprising:

- applying different actions on pieces or compositions by a user;
- capturing automatically ~~said user's preference~~ a preference of said user, based on said step of applying different actions on said pieces or compositions;
- updating automatically ~~continuously~~ said user's preference using said different actions on said pieces or compositions by said user; and
- selecting automatically an entertainment piece or composition ~~pieces or compositions~~ based on said updated user's preferences, wherein said selecting is personalized for said user.

102 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

103 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

104 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

105 (previously presented): A method as in claim 101 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of

another piece or composition.

106 (currently amended): A method as in claim 101 wherein said user's preference is at least partially based on how quickly said user took action to avoid a currently playing piece or composition. ~~÷ a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition.~~

107 (currently amended): A method as in claim 101 wherein said user's preference is at least partially based on how quickly said user took action to avoid a currently playing piece or composition; when said user has experienced said avoided piece or composition, for at least a recognition-time. ~~÷ a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play of another piece or composition; wherein said user experienced said stopped piece or composition for at least a recognition-time threshold before taking action.~~

108 (currently amended): A method as in claim 101 wherein said user's preference is at least partially based on said user's preference is at least partially based on how quickly said user took action to avoid a playing piece or composition; wherein the sooner the user took an avoiding action, the more said user's preference is reduced for said avoided piece or composition. ~~÷ a measure of how soon said user took action: that stopped a currently playing piece or composition, and initiated the play another piece or composition; wherein the sooner the user took action when experiencing a piece or composition, the greater the reduction of said user's preference for said stopped composition.~~

109 (currently amended): A method as in claim 101 wherein said user's preference for a piece or composition is at least partially influenced by a factor that is dependent on the number of times said user has experienced a said piece or composition. ~~further comprising: adjusting said preference at least partially based upon the number of times said user has experienced the full piece or composition; wherein said user did not take action to interrupt said piece or composition in order to go to another piece or composition.~~

110 (currently amended): A method as in claim 101 wherein said user's preference for a piece or composition is at least partially based on a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied to the same piece or composition. ~~further comprising: determining said user's preference at least partially based on using a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied on the same piece or composition; or said actions were applied on pieces or compositions that are related to each other.~~

111 (currently amended): A method as in claim 101 wherein said applying occurs at a plurality of user devices; and wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of said user devices. ~~and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's actions that occurred at a plurality of said user devices.~~

112 (currently amended): A method as in claim 101 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user devices; wherein information about said user's actions or preferences is automatically distributed across at least one network or communication path to said plurality of user devices. ~~and capturing occurs at a plurality of user devices; and wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path.~~

113 (currently amended): A method as in claim 101 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user's devices; wherein said selecting is at least partially coordinated, when said user switches between using different user devices of said plurality of user devices. ~~and capturing occurs at a plurality of user devices; wherein said updating is at least partially based on said user's action that occurred at a plurality of user's devices; wherein said updating occurs automatically across at least one network or communication path; wherein said selecting is at least partially based on a desired ordering of said pieces or compositions; that are heard by said user across said plurality of user~~

devices.

114 (currently amended): A method as in claim 101 wherein the higher a said user's preference for a piece or composition, the sooner said piece or composition will be selected again. ~~wherein said selecting is at least partly influenced by a preferred period between automatically replaying a piece or composition for said user; wherein the preferred period is shorter the higher the user preference for the piece or composition.~~

115 (currently amended): A method as in claim 101 wherein, when said user's preference for a said piece or composition has dropped below a certain level, said piece or composition will not be selected again until at least a defined amount of time has elapsed. ~~wherein said selecting is at least partly influenced by an objective to exceed a minimum time before automatically replaying a piece or composition for said user; when said user preference for a piece or composition has dropped below a certain level.~~

116 (currently amended): A method as in claim 101 wherein a said piece or composition is not selected when said user's preference for said piece or composition has dropped below a certain level. ~~further comprising: excluding a piece or composition from said selecting; when said user preference for a piece or composition has dropped below a certain level.~~

117 (currently amended): A method as in claim 101 wherein said selecting is at least partially based on saved information; wherein said saved information includes details about individual said applied actions. ~~further comprising: maintaining a history of said user actions; said user preferences and said selections.~~

118 (currently amended): A method as in claim 101 further comprising: playing a said selected piece or composition; when there are no pending user actions available to be applied. ~~providing a piece or composition in said sequence by automatically selecting pieces or compositions based on said updated~~

~~user's preferences; when there are no pending user actions available to be applied.~~

119 (currently amended): A method as in claim 101 further comprising: playing automatically a sequence of said selected entertainment pieces or compositions; when there are no pending user actions available to be applied. ~~A method as in claim 101 further comprising: adjusting said user preference at least partially based on user action that indicates a user's likeability of or desire to more frequently experience; the currently playing piece or composition.~~

120 (currently amended): A method as in claim 101 wherein a piece or composition that is probably unfamiliar to a said user is selected, at least partially based upon an analysis of said user's preferences and the preferences of a plurality of other users, where other users are known to have a preference for the piece or composition that is unfamiliar to said user.

~~further comprising: correlating said preferences from a plurality of other user's, for pieces or compositions that are both familiar and probably unfamiliar to a specific said user; and selecting a least one piece and composition that is probably unfamiliar to a said specific user based on said correlating.~~

121 (currently amended): A method for personalized music or entertainment ~~providing a sequence of entertainment pieces or compositions,~~ the method comprising:

- applying different actions on pieces or compositions by a user;
- capturing automatically a preference of said user, ~~automatically capturing said user's preference~~ based on said step of applying different actions on said pieces or compositions;

- updating automatically ~~continuously updating~~ said user's preference using said different actions on said pieces or compositions by said user; and
- providing or playing, automatically when there are no pending user actions available to be applied, a piece or composition that is selected based on said user's updated preference, wherein said selection is personalized for said user. ~~whenever said actions by said user to provide pieces or compositions have been satisfied; providing a piece or composition by automatically selecting pieces or compositions based on said updated user's preferences.~~

122-140 (canceled).

141 (new): Apparatus for personalized music or entertainment, said apparatus comprising:

means for applying different actions on pieces or compositions by a user; and
means for:

- capturing automatically a preference of said user, based on said step of applying different actions on said pieces or compositions;
- updating automatically said user's preference using said different actions on said pieces or compositions by said user; and
- selecting automatically an entertainment piece or composition based on said updated user's preferences, wherein said selecting is personalized for said user.

142 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to repeat; replay; or go-back to a piece or composition that previously played.

143 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to select a particular piece or composition for playback.

144 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to skip or forward-past the rest of a currently playing piece or composition.

145 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on user action to stop a currently playing piece or composition; and initiate the play of another piece or composition.

146 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on how quickly said user took action to avoid a currently playing piece or composition.

147 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on how quickly said user took action to avoid a currently playing piece or composition; when said user has experienced said avoided piece or composition, for at least a recognition-time.

148 (new): Apparatus as in claim 141 wherein said user's preference is at least partially based on how quickly said user took action to avoid a playing piece or composition; wherein the sooner the user took an avoiding action, the more said user's preference is reduced for said avoided piece or composition.

149 (new): Apparatus as in claim 141 wherein said user's preference for a piece or composition is at least partially influenced by a factor that is dependent on the number of times said user has experienced a said piece or composition.

150 (new): Apparatus as in claim 141 wherein said user's preference for a piece or composition is at

least partially based on a plurality of said user actions that occurred on a plurality of different occasions; wherein said actions were applied to the same piece or composition.

151 (new): Apparatus as in claim 141 wherein said applying occurs at a plurality of user devices; and wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of said user devices.

152 (new): Apparatus as in claim 141 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user devices; wherein information about said user's actions or preferences is automatically distributed across at least one network or communication path to said plurality of user devices.

153 (new): Apparatus as in claim 141 wherein said applying occurs at a plurality of user devices; wherein said user's preference is at least partially based on said user's actions that occurred at said plurality of user's devices; wherein said selecting is at least partially coordinated, when said user switches between using different user devices of said plurality of user devices.

154 (new): Apparatus as in claim 141 wherein the higher a said user's preference for a piece or composition, the sooner said piece or composition will be selected again.

155 (new): Apparatus as in claim 141 wherein, when said user's preference for a said piece or composition has dropped below a certain level, said piece or composition will not be selected again until at least a defined amount of time has elapsed.

156 (new): Apparatus as in claim 141 wherein a said piece or composition is not selected when said user's preference for said piece or composition has dropped below a certain level.

157 (new): Apparatus as in claim 141 wherein said selecting is at least partially based on saved information; wherein said saved information includes details about individual said applied actions.

158 (new): Apparatus as in claim 141 further comprising: means for playing a said selected piece or composition; when there are no pending user actions available to be applied.

159 (new): Apparatus as in claim 141 further comprising: means for automatically playing a sequence of said selected entertainment pieces or compositions; when there are no pending user actions available to be applied.